

[illegible]

arranging for the player to receive a prize based on game play.

111. The method of claim 110, wherein said arranging comprises determining a payment identifier associated with the player, and wherein the player information is associated with the payment identifier.

means for exchanging information between a central controller and a player located remotely from the central controller, the information (i) being exchanged while the player plays a game in the tournament and (ii) influencing game play; and

means for storing in a database player information associated with the player, the stored player information being available for use in a subsequent tournament.

a processor; and

a storage device in communication with said processor and storing instruction adapted to be executed by said processor to:

exchange information between a central controller and a player located remotely from the central controller, the information (i) being exchanged while the player plays a game in the tournament and (ii) influencing game play; and

store in a database player information associated with the player, the stored player information being available for use in a subsequent tournament.

114. A medium storing instructions adapted to be executed by a processor to conduct a distributed electronic tournament, said method comprising:

- exchanging information between a central controller and a player located remotely from the central controller, the information (i) being exchanged while the player plays a game in the tournament and (ii) influencing game play; and
- storing in a database player information associated with the player, the stored player information being available for use in a subsequent tournament.

115. A method of conducting a distributed electronic tournament for a plurality of players, comprising:

- determining a first set of players and a second set of players, each of the first set of players and the second set of players including a plurality of players;
- arranging for the first set of players to play a first game in a first tournament round;
- arranging for the second set of players to play a second game in the first tournament round;
- determining a subset of the first set of players based on a first game result of the first game;
- determining a subset of the second set of players based on a second game result of the second game; and
- arranging for the subset of the first set and the subset of the second set to participate in a second tournament round.

116. The method of claim 115, wherein the first game and the second game comprise a game of skill.

117. The method of claim 116, wherein the game of skill comprises a trivia game.

118. The method of claim 115, wherein the subset of the first set of players and the subset of the second set of players each comprise a single player.

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119. The method of claim 115, further comprising:  
arranging for players to provide entry fee payments.

120. The method of claim 115, further comprising:  
arranging for at least one player to receive a prize based on game play.

121. An apparatus for conducting a distributed electronic tournament,  
comprising:  
means for determining a first set of players and a second set of players, each of  
the first set of players and the second set of players including a plurality of players;  
means for arranging for the first set of players to play a first game in a first  
tournament round;  
means for arranging for the second set of players to play a second game in the  
first tournament round;  
means for determining a subset of the first set of players based on a first game  
result of the first game;  
means for determining a subset of the second set of players based on a second  
game result of the second game; and  
means for arranging for the subset of the first set and the subset of the second set  
to participate in a second tournament round.

122. An apparatus for conducting a distributed electronic tournament,  
comprising:  
a processor; and  
a storage device in communication with said processor and storing  
instruction adapted to be executed by said processor to:  
determine a first set of players and a second set of players, each of the first  
set of players and the second set of players including a plurality of players;  
arrange for the first set of players to play a first game in a first tournament  
round;

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arrange for the second set of players to play a second game in the first tournament round;

determine a subset of the first set of players based on a first game result of the first game;

determine a subset of the second set of players based on a second game result of the second game; and

arrange for the subset of the first set and the subset of the second set to participate in a second tournament round.

123. A medium storing instructions adapted to be executed by a processor to conduct a distributed electronic tournament, said method comprising:

determining a first set of players and a second set of players, each of the first set of players and the second set of players including a plurality of players;

arranging for the first set of players to play a first game in a first tournament round;

arranging for the second set of players to play a second game in the first tournament round;

determining a subset of the first set of players based on a first game result of the first game;

determining a subset of the second set of players based on a second game result of the second game; and

arranging for the subset of the first set and the subset of the second set to participate in a second tournament round.